

Youth Basketball League Rules
12U – 18U
Revised 11/2025

The following are modifications made within the City of Reynoldsburg Youth Basketball Leagues. All other rules will be governed by the Ohio High School Athletic Association (OHSAA) Basketball Rules. All players must be registered with a signed release form by his/her parent or guardian before being eligible to participate. **The City of Reynoldsburg Parks & Recreation Department reserves the right to modify any rule as deemed necessary.**

A. General

1. **Game format:** All games will be played 5v5. **In order to start a game a team MUST have 4 players;** however, they can end the game with less (if a foul out/ injury occurs).
2. **Cancellations:** Should questionable weather develop, please call the Activity Status Hotline: 614.322.6834. When Reynoldsburg Schools are closed, all practices/games will be canceled.
3. **Start Times:** All game & practice times are played as scheduled. Practices will be on a 1hr timer, games may run over depending on game flow.
4. **Forfeits:** If a team has less than 4 players to start the game, the result will be a forfeit. However, the teams may choose to play a “friendly” game if agreed upon by each Head Coach. The length of quarters may be shortened to allow the next game to start on time. The Recreation Leader(s) will have the final say regarding the set-up of any “friendly” games.
 - i. We will provide a 5-minute grace period from the scheduled start time to begin the game if needed to get the minimum of 4 players required to start a game. After the 5-minute grace period, the game will result in a forfeit, and a friendly scrimmage can ensue!
5. **Game Length:** Games will consist of (4) quarters, 7 minutes each. The clock will be stopped for all dead-ball situations (fouls, out-of-bounds, time-outs, and subs). Overtime will be 2 minutes. If teams are still tied after the 2-minute OT, a final quarter of “next bucket wins” will start, aka: sudden death.
6. **End of Quarters/Half:** Teams will be given 1 minute between every quarter and 4 minutes at halftime. Halftime may be shortened if games are behind.
7. **Timeouts:** Teams will be allowed (3) one-minute timeouts per game. Unused timeouts can’t be carried to overtime. Teams will receive (1) one time out for OT.
8. **Overtime** – Teams in all leagues may have free substitution during overtime and play any eligible players (those that have not fouled out or been objected/ punished by a technical).
9. **Scores:** Game scores will be kept on the scoreboard & paper “book”. Standings will be used to determine 1st/2nd place teams. Standings will be posted and used to seed for the end-of-season single-elimination tournament.
10. **Awards:** League Champions and League Runner Up will receive medals. Tournament Champions and runner up will also receive medals.
11. **Mercy Rule:** If a team is up by 20 points or more in the 2nd half, a running clock will take place. The only way the running clock would stop is if the score differential goes below 20 points.
 - i. 18U is if a team is up by 25+ in the 2nd half (as we’ve seen 20-point comebacks before).

B. Sportsmanship: Good sportsmanship is required. It is expected that all team personnel (coaches, assistant coaches, team attendants, and players) and spectators will conform to sportsmanlike behavior at all times. Violations such as the following will not be tolerated and will result in an immediate ejection from the game and premises by staff, officials, and/or police:

1. Verbal or physical abuse towards officials, game day staff, coaches, participants, or spectators.
2. Foul, profane, or obscene language or gestures.
3. Violation of Coaches' and/or Parents' Code of Ethics.
4. Negative behavior & poor sportsmanship will not be tolerated. Those who fail to promote a healthy playing environment for all participants will be asked to leave.

C. Equipment

1. The 12U age group will use a 28.5 size basketball. The 18U age group will use a 29.5 regulation men's size basketball.
2. All practices and games will be played on 10-foot rims for 12U and 18U divisions.

D. Playing Time and Substitution

12U age division:

All players are required to play (2) full quarters per game (1 FULL quarter per half). This cannot be 3 minutes of the 1st quarter then 3 minutes of the 2nd quarter. It must be one full quarter per half. Please note this is a minimum playing time requirement, not the maximum playing time rule. This means a player can play 3 or 4 quarters if you are down players.

Exceptions:

Teams with 11 players will play with the rule "each player is required to participate for one full uninterrupted quarter in each game, as well as play within additional quarter(s) of play. The goal is to have all of the kids play an even amount!

A player does not have to fully complete the quarter if they sustain an injury or illness. NOTE: If a player makes it 5 minutes into the quarter when injury/ sickness occurs, that will count as the "Full Quarter"!

18U division:

The minimum participation guidelines are that each player is required to participate for one full uninterrupted quarter in each game, as well as play within additional quarter(s) of play.

Substitutions – You may not substitute players who have not obtained their "Full Quarter"!

Recreation Leaders and scorekeepers will keep track of playing time to ensure rules are being followed by all teams in all games.

E. Uniform and Jewelry

1. **Uniform:** All players are to wear the jersey provided by the Parks & Recreation Department. Jerseys cannot be altered in any way or that player will be deemed ineligible (i.e.- adding names, cutting off sleeves, etc.). Players are not permitted to wear a hooded sweatshirt under their jersey; only a short-sleeved or long-sleeve shirt may be worn.
2. **Shoes:** Tennis shoes must be worn for all games and practices. No Crocs or Open-toed shoes are permitted, even for practice as it is a safety hazard.
3. **Jewelry:** For the safety of all involved, participants will not be permitted to wear any sort of jewelry, including earrings, rings, necklaces, watches, or bracelets. These items may NOT be taped. They must be removed in order to participate. Any player wearing glasses must have a safety strap attached to the back in order to participate in any game or practice. Hair adornments (bobby pins, flat clips, beads, flat barrettes) provided they are securely fastened and do not increase risk to the athlete, teammates, and opponents, are allowed.

F. Defense

1. **Teams may NOT play zone defense.** Helping, double-teaming, trapping, and switching are allowed, but no zone defense. All defenders must be assigned a target, not an area!
Zone defense is **ONLY** permitted in 18U (Man defense is strongly encouraged).

- i. 1st violation is a warning
- ii. 2nd is Technical (1 shot and ball for the opposition, Team Technical)
- iii. 3rd Technical (2 shots and ball for opposition, Team Technical)
- iv. 4th Coach is ejected

2. Back Court Pressure

- i. Defenses may only play press defense (full court) the last 3 minutes of the 4th quarter and overtime. **Teams winning by 10 points or more may not actively press.**
 1. NO actively defending full court or half court pressing! All defensive teams should get back to about the three-point line on their side to allow the offensive team to cross half-court.

G. Over & Back

1. Over and back will be called.

H. Time in the Lane

1. The length of time an offensive player can be in the lane while the ball is in the front court will be 3 seconds.

I. Player Fouls, Technical Fouls, Ejections & Conduct

1. **Personal Fouls:** Fouls will be kept by the scorekeeper. Each player is entitled to 5 personal fouls per game before being disqualified. Note: Technical fouls called on players count as personal fouls. This means if a player fouls and gets a technical for arguing about it, they will get 2 personal fouls total counted against them.
2. **Bonus free throws:** Bonus free throws will apply on the 5th team foul in each quarter. Teams will enter the bonus and will shoot 2 free throws on every additional foul. The team foul count will reset at the end of each quarter.

3. Technical Fouls

- i. **Players:** Any player receiving a technical foul will be disqualified for the remainder of that quarter, if a tech happens with under a minute left in the quarter, it carries into the next quarter. Example: Players will be assessed a technical for swearing, taunting, or unsportsmanlike conduct.
 1. Should a player receive 2 technical fouls in the same game, s/he will be ejected and suspended of some sort (half of the next game/ the entire next game/ multiple weeks) depending on the infraction. We expect all of our players to behave according to our code of conduct!
 - ii. **Coaches:** Any coach who receives a technical foul must stay seated on the bench for the remainder of the game
 1. (Only the Head Coach is permitted to discuss a call with an official at any time; NO assistant or player should be arguing with an official). Any coach who receives 2 technical fouls in the same game will be asked to leave the gym immediately before play may resume; otherwise, the game will be forfeited.
4. **Ejections:** Any player, coach, or spectator who has been ejected from a game must immediately leave the premises, or the game will be forfeited, and police will be called. A suspension of some sort will always go to an ejected participant.

J. Disciplinary Actions: Any player, coach, or spectator who receives a technical foul and/or is ejected may receive one of the following punishments depending on the situation:

- i. Verbal Warning
- ii. Written Warning
- iii. Suspension from attending or running practices (i.e. - coaching)
- iv. One (1) game suspension
- v. Two (2) game suspension
- vi. Multiple games suspension
- vii. Removal from the league
- viii. Forfeit of games
- ix. Banned from the league
- x. Banned from all Parks & Recreation Youth Sports Leagues/programs

K. Bench: Each team is permitted to have only 1 head coach, 1-2 assistant coaches, and their players on the team bench (no parents or players from other teams may be allowed on the bench). Both the 1 head coach and 1-2 assistant coaches on the bench must have completed a background check.

Per OHSAA Rules, only the head coach may speak to the officials & only the head coach may stand during the game. All assistant coaches must stay seated during the game and communicate with players.

L. Gym Rules: Coaches are responsible for their teams and spectators whenever they are in the gyms. No one should be in the hallways, classrooms, or on the stage at any facility at any time.

Food and beverages are not permitted in any gym. Please help us keep the property in good order. Only water is permitted in gyms. Food can only be consumed in the cafeteria areas at each location!

Golden Rule: Try to leave the gym cleaner than when you came in!

M. Standings/Tiebreakers: Standings will be kept for 12U and 18U. League Champions and League Runner-Up medals will be distributed based upon W-L records. If there is a tie in the standings after final W-L records are tallied, the following criteria will be used to determine a League Champion or League Runner-Up:

- a. Head-to-head competition (record)
- b. Head-to-head competition (point differential)
- c. Record vs next best team
- d. Point differential vs next highest seed (if there is a tie for 1st, how those teams did vs 3rd place will break a tie)
- e. If there is still a tie, a coin flip will be used to break the tie.

The main objective of this league is to provide players with a recreational basketball experience in an environment that promotes healthy competition